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ABSTRACT

An educational, interactive toy that symbolically represents emotions through visual, kinesthetic, and linguistic means. The toy includes a plurality of playpieces. Each playpiece corresponds to a particular emotion, e.g., love, happy, sad, 5 mad, and scared, respectively. The toy also includes a container having a storage chamber into which the playpieces may be independently stored or withdrawn during the course of play. The toy helps an individual understand that the process of emotional experience occurs when individual emotions are named, verbalized, and expressed via a combination of one or more of action, language, facial expression, and/or voice tone. The 10 toy invites children to name and express specific emotions.